

## Kerbal Space Program - Bug #2759

### Linux 64-bit crashes when addressing more than 16gb RAM

07/13/2014 08:34 PM - jakkarth

<b>Status:</b>	Unity Bug	<b>Start date:</b>	07/13/2014
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Plugins/Add-Ons		
<b>Target version:</b>			
<b>Version:</b>	0.23.5	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

I'm running with lots of mods. Lots. And while I know that mods can destabilize the game, this appears to be an issue with KSP itself, or perhaps with Unity. My Player.log file contains this entry:

```
(Filename: /BuildAgent/work/d3d49558e4d408f4/artifacts/LinuxStandalonePlayerGenerated/UnityEngineD  
ebug.cpp Line: 53)
```

```
Using memoryaddresses from more that 16GB of memory
```

```
(Filename: Line: 119)
```

as the last entry before the game crashes. While it's true that without mods this memory limit would not be reached, I still believe it is a bug, because my system has 32 gigabytes of RAM, roughly 40% free when KSP crashes. Googling the error message as well as searching the bug tracker here have not turned up any results. I am able to reproduce the issue consistently. I'd be happy to provide a list of mods in use, a copy of my GameData folder, saves etc. I've attached both log files to start with.

Please let me know if there's anything else I can provide to aid in the fixing of this issue. For now I'll just uninstall a few things, but especially with 0.24 just around the corner it would be nice to be able to use my system to its full potential.

Thanks for making a great game!

#### History

##### #1 - 03/10/2015 08:51 PM - svm420

I am having the same issue can reproduce this consistently KSP 0.90 Ubuntu 14.10. Hope when Unity 5 is used this maybe resolved? We need to be able to use out full system capabilities at least.

##### #2 - 05/26/2015 05:51 PM - jakkarth

- File *Crash\_player.log.gz* added

I am still experiencing this issue in 1.0.2. I am still able to reproduce it at will. I am still willing to provide any data needed to help diagnose the problem. I am again attaching a Player.log file.

##### #3 - 07/22/2015 04:51 AM - YellowApple

I've encountered the same issue in other Unity3D games (in my case, Cities: Skylines). Same "Using memoryaddresses from more that 16GB of memory" error in Player.log. Seems like a hard addressing limit in Unity itself, rather than something KSP (or Cities: Skylines) specific.

Whatever the case, if y'all haven't already, you might want to file a Unity bug (or hope that the problem's solved in Unity 5).

##### #4 - 07/23/2015 09:40 PM - Tellion

I am also experiencing this issue. It occurs in about 50% of startups, right after loading is finished but before the Menu screen is initiated. Rarely, it also occurs when switching scenes or when taking screenshots (supersize = 3). KSP uses ~7.5 GB of RAM if it starts successfully, however there seems to be a large spike at the moment it crashes.

KSP 1.0.4, Ubuntu 14.10 64bit, 16GB RAM.

##### #5 - 07/24/2015 11:15 PM - Squelch

- Status changed from New to Unity Bug
- Platform Linux added
- Platform deleted (Any)

Thanks for all of the research and information on this. It certainly seems that very large memory footprints are a problem in Unity, even when the platform can support such things.

I have marked this as a Unity bug and as a known issue.

**#6 - 02/26/2016 05:48 PM - recon**

Squelch wrote:

Thanks for all of the research and information on this. It certainly seems that very large memory footprints are a problem in Unity, even when the platform can support such things.

I have marked this as a Unity bug and as a known issue.

May I ask if this was reported to Unity and taken care of already?

**#7 - 03/02/2016 07:10 AM - YellowApple**

recon wrote:

May I ask if this was reported to Unity and taken care of already?

I don't know if Squad's had better luck, but I've posted a question on Unity's question/answer platform:

<http://answers.unity3d.com/questions/1012241/using-memoryaddresses-sic-from-more-that-sic-16gb-o.html>. It's been more than half a year without any real response.

Meanwhile, I had come to learn since posting that question that Cities: Skylines actually did make the switch to Unity 5, yet still has the same exact issue (complete with the same exact poorly-spelled error message). This makes me hesitant to believe that KSP 1.1 will fix this particular problem.

**#8 - 04/02/2016 11:16 AM - emerald**

I observed the same error with KSP 1.1 pre v1.1.0.1183.

System memory is 24GB, KSP utilizes about 2 GB, virtual memory is near 16GB.

**#9 - 04/02/2016 11:46 AM - emerald**

- File KSP.log added

- File Player.log added

Crash occurred on KSP startup, mods raise the probability of this error to occur, sounds in KSP and mods raise it further still.

**#10 - 07/19/2016 09:45 PM - recon**

- % Done changed from 0 to 100

Update on that issue: <https://feedback.unity3d.com/suggestions/fix-16gb-memory-limit-on-linux>

A Rust server owner managed to get Unity's attention. They are about to fix it in an upcoming version.

**Files**

KSP.log.gz	843 KB	07/13/2014	jakkarth
Player.log.gz	495 KB	07/13/2014	jakkarth
Crash_player.log.gz	512 KB	05/26/2015	jakkarth
KSP.log	85.1 KB	04/02/2016	emerald
Player.log	188 KB	04/02/2016	emerald